The Claims

1-13. (Canceled).

14. (Currently amended) A method, implemented in a game console, the method comprising:

obtaining an audio track from an audio source;

saving the audio track so that a copy of the audio track is available when the audio source is no longer accessible to the game console, wherein the audio track is at least part of a user-created soundtrack;

saving an identifier of the audio source; and

when a database containing meta data associated with the audio track is available, obtaining the meta data associated with the audio track from the database and storing the meta data associated with the audio track, wherein the meta data is obtained based at least in part on the identifier saved on ~~the~~ a storage device.

15. (Original) A method as recited in claim 14, wherein:

saving the audio track comprises saving the audio track on a storage device of the game console;

saving the identifier comprises saving the identifier on the storage device; and

saving the meta data comprises storing the meta data on the storage device.

16. (Original) A method as recited in claim 15, wherein the storage device comprises an internal hard disk drive of the game console.

17. (Original) A method as recited in claim 15, wherein the database is stored on the storage device.

18. (Original) A method as recited in claim 14, further comprising:

saving an indicator of the audio track; and

wherein the meta data is obtained based at least in part on both the saved identifier and the saved indicator on the storage device.

19. (Original) A method as recited in claim 14, wherein the audio source comprises an audio CD.

20. (Original) A method as recited in claim 14, wherein the audio source comprises an audio DVD.

21. (Original) A method as recited in claim 14, wherein the identifier of the audio source comprises table of contents (TOC) information for the audio source.

22. (Original) A method as recited in claim 14, wherein at least a portion of the database is stored on a removable media readable by a media drive of the game console.

23. (Original) A method as recited in claim 22, wherein the removable media comprises an optical disc.

24. (Currently amended) A computer-readable medium for a game console comprising computer-executable instructions that, when executed, direct the game console to:

obtain an audio track from an audio source;

save the audio track so that a copy of the audio track is available when the audio source is no longer accessible to the game console, wherein the audio track is at least part of a user-selected soundtrack;

save an identifier of the audio source; and

when a database containing meta data associated with the audio track is available, obtain the meta data associated with the audio track from the database and store the meta data associated with the audio track, wherein the meta data is obtained based at least in part on the identifier saved on ~~the~~ a storage device.

25. (Original) A computer-readable medium as recited in claim 24, wherein:

the instructions that direct the game console to save the audio track direct the game console to save the audio track on a storage device of the game console;

the instructions that direct the game console to save the identifier direct the game console to save the identifier on the storage device; and

the instructions that direct the game console to store the meta data direct the game console to store the meta data on the storage device.

26. (Original) A computer-readable medium as recited in claim 25, wherein the storage device comprises an internal hard disk drive of the game console.

27. (Original) A computer-readable medium as recited in claim 25, wherein the database is stored on the storage device.

28. (Original) A computer-readable medium as recited in claim 24, wherein the instructions, when executed, further direct the game console to:

save an indicator of the audio track; and

wherein the meta data is obtained based at least in part on both the saved identifier and the saved indicator.

29. (Original) A computer-readable medium as recited in claim 24, wherein the audio source comprises an audio CD.

30. (Original) A computer-readable medium as recited in claim 24, wherein the audio source comprises an audio DVD.

31. (Original) A computer-readable medium as recited in claim 24, wherein the identifier of the audio source comprises table of contents (TOC) information for the audio source.

32. (Original) A computer-readable medium as recited in claim 24, wherein at least a portion of the database is stored on a removable media readable by a media drive of the game console.

33. (Original) A computer-readable medium as recited in claim 32, wherein the removable media comprises an optical disc.

34. (Canceled).

35. (Canceled).

36. (Original) A method, implemented in a game console, the method comprising:

copying an audio track from an audio source to a storage device of the game console, wherein the audio track is at least part of a user-selected soundtrack;

using an identifier of the audio source to retrieve meta data associated with the audio track from a database if the database is accessible; and

saving the identifier of the audio source on the game console if the database is not accessible.

37. (Original) A method as recited in claim 36, further comprising using the saved identifier to retrieve the meta data associated with the audio track when the database is subsequently available.

38. (Original) A method as recited in claim 37, further comprising:

saving, on the game console, an indicator of the audio track; and

using both the saved identifier and the saved indicator to retrieve the meta data.

39. (Original) A method as recited in claim 36, wherein the audio source comprises an audio CD.

40. (Original) A method as recited in claim 36, wherein the audio source comprises an audio DVD.

41. (Original) A method as recited in claim 36, wherein the storage device comprises an internal hard disk drive of the game console.

42. (Original) A method as recited in claim 36, wherein the identifier of the audio source comprises table of contents (TOC) information for the audio source.

43. (Original) A method as recited in claim 36, wherein at least a portion of the database is stored on a removable media inserted in the game console.

44. (Original) A method as recited in claim 43, wherein the removable media comprises an optical disc.

45. (Original) A computer-readable medium for a game console comprising computer-executable instructions that, when executed, direct the game console to:

copy an audio track from an audio source to a storage device of the game console, wherein the audio track is at least part of a user-created soundtrack;

use an identifier of the audio source to retrieve meta data associated with the audio track from a database if the database is accessible; and

save the identifier of the audio source on the game console if the database is not accessible.

46. (Original) A computer-readable medium as recited in claim 45, wherein the instructions further direct the game console to use the saved identifier to retrieve the meta data associated with the audio track when the database is subsequently available.

47. (Original) A computer-readable medium as recited in claim 46, wherein the instructions further direct the game console to:

save, on the game console, an indicator of the audio track; and

use both the saved identifier and the saved indicator to retrieve the meta data.

48. (Original) A computer-readable medium as recited in claim 45, wherein the audio source comprises an audio CD.

49. (Original) A computer-readable medium as recited in claim 45, wherein the audio source comprises an audio DVD.

50. (Original) A computer-readable medium as recited in claim 45, wherein the storage device comprises an internal hard disk drive of the game console.

51. (Original) A computer-readable medium as recited in claim 45, wherein the identifier of the audio source comprises table of contents (TOC) information for the audio source.

52. (Original) A computer-readable medium as recited in claim 45, wherein at least a portion of the database is stored on a removable media inserted in the game console.

53. (Original) A computer-readable medium as recited in claim 52, wherein the removable media comprises an optical disc.